

Computer Systems and -architecture

Project 4: Memory

1 Ba INF 2018-2019

Brent van Bladel
brent.vanbladel@uantwerpen.be

Don't hesitate to contact the teaching assistant of this course. You can reach him in room M.G.305 or by e-mail.

Time Schedule

Projects are solved in pairs of two students. Projects build on each other, to converge into a unified whole at the end of the semester. During the semester, you will be evaluated three times. At these evaluation moments, you will present your solution of the past projects by giving a demo and answering some questions. You will immediately receive feedback, which you can use to improve your solution for the following evaluations.

For every project, you submit a small report of the project you made by filling in `verslag.html` completely. A report typically consists of 500 words and a number of drawings/screenshots. Put all your files in one tgz archive, as explained on the course's website, and submit your report to the exercises on Blackboard.

- Report deadline: **November 28, 2018, 23u55**
- Evaluation and feedback: **November 30, 2018**

Project

Read sections B.7, B.8 and B.10 of Appendix B. You can use all Logisim libraries for this assignment.

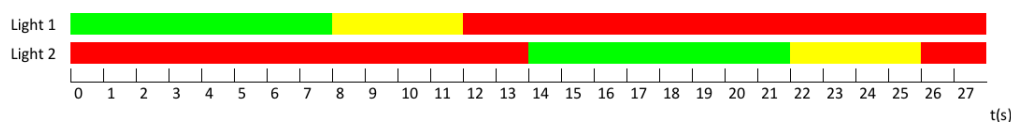
1. Build a **8-bit register** using 8 D flip-flops that are updated on the *falling edge* (beware: in Logisim D flip-flops are by default on the rising edge). Inputs are:
 - 8-bit “D”, which denotes the input data
 - 1-bit “reset”, that sets the contents of the register to 00000000 if its value is 1
 - 1-bit “write”, that enables writing the value of D to the register if its value is 1
 - 1-bit C, the clock signal

The only output is a 8-bit Q that contains the contents of the register.

2. Build a **counter** using your own 8-bit carry lookahead adder and 8-bit register. Inputs are C (the clock) and D (an 8-bit number up to which the counter counts), the output is the current 8-bit value of the register. At every clock tick, the counter adds 1 to the number in the register. When the register value is equal to or greater than D, the value is reset to

zero. A counter with its D-input equal to 3 counts from 0 to 2. You can use the Logisim built-in *Comparator*.

- Build a **finite-state machine** that implements a traffic light system on a cross section. Finite-state machines use memory and a clock. Since finite-state machines are *synchronous*, a new state is computed every clock cycle. A 2 Hz clock has a full clock cycle of 1 second. Use your counter to advance through the states and make sure your state transitions happen at the right time. The two traffic lights behave like the following figure:



- Build a **register file** made of 16 of your own 8-bit registers. The register file must be able to read from and write to specified registers. In this case, the register file reads from two registers, and can possibly write to a register at the same time. Register 0 is a special case: it always contains zero, and writing to it does not modify its contents. The register file has the following in- and outputs:

name	in/out	width	meaning
rs	I	4 bits	register rs index number
rt	I	4 bits	register rt index number
rd	I	4 bits	register rd index number
Data	I	8 bits	used as input for the write operation, i.e., the new \$rd value
write	I	1 bit	write to rd enabled?
C	I	1 bit	clock input
reset	I	1 bit	reset all registers?
S	O	8 bits	\$rs ; register rs content
T	O	8 bits	\$rt ; register rt content

We refer to a 4-bit register *name* (i.e., index number) as e.g., rs or r1, and to its 8-bit *value* (i.e., data content) as respectively \$rs or \$r1.

- Build a 8-bit **stack** using the logisim RAM element. Use your own 8-bit register to store the stack pointer. The stack pointer should always point to the next free address after the top of the stack. By default, the *peek* operation is performed, which simply outputs the value of the top of the stack, or zero if the stack is empty. Two 1-bit inputs will be used to indicate a *push* or a *pop* operation. The *push* operation will place the data from the **Data** input on top of the stack, and increase the stack pointer by one. The *pop* operation will replace the data on top of the stack with zero, and decrease the stack pointer by one.

name	in/out	width	meaning
Push	I	1 bit	perform the push operation?
Pop	I	1 bit	perform the pop operation?
Data	I	8 bits	used as input for the push operation
C	I	1 bit	clock input
reset	I	1 bit	reset memory and stack pointer?
Top of Stack	O	8 bits	value on top of the stack
Error	O	1 bit	outputs 1 in case pop is performed on an empty stack

Note: The 8-bit *Top of Stack* output should be zero in case of a *push* or a *pop* operation.

Note 2: When both the *push* and the *pop* operation are requested simultaneously, the behaviour can be considered undefined but the error output should indicate this.

- To prepare for the next lab session, read sections 4.1, 4.2, 4.3 and 4.4 of Chapter 4.